

We Claim:

1. A computer readable medium comprises computer instructions for:
declaratively composing a first time-based media sequence from a first media
5 sequence, a second media sequence; wherein the second media sequence follows the
first media sequence; and
initiating the second media sequence at a variable time relative to the first
media sequence.
- 10 2. The computer readable medium of Claim 1, further comprising computer
instructions for declaratively controlling an animation.
3. The computer readable medium of Claim 1, further comprising computer
instructions for composing the first time-based media sequence wherein events can be
15 integrated in the first time-based sequence in real time.
4. The computer system of Claim 1, further comprising:
computer instructions for receiving a first rate value which controls the rate of
playing of the first time-based media sequence,
20 wherein the rate of playing of the first time-based media sequence is changed
in accordance with a change in the first rate value.
5. The computer system of Claim 1, further comprising:
computer instructions for composing a second time-based media sequence; and
25 computer instructions for receiving a second rate value which controls the rate
of playing of the first time-based media sequence; wherein
the first time-based media sequence is part of the second time-based media
sequence, and the rate of playing of the first time-based media sequence is changed in
accordance with a change in the second rate value.

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6. The computer readable medium of Claim 1, further comprising:
computer instructions for receiving a third rate value, which controls the rate of
playing of the second media sequence;
wherein the rate of playing of the second media sequence is changed in
5 accordance with a change in the third rate value.

7. The computer readable medium of Claim 1, wherein the first media sequence
is played over a subset of its duration.

10 8. The computer readable medium of Claim 1, wherein the playing of the second
media sequence is delayed from the end of the playing of the first media sequence.

9. The computer readable medium of Claim 1, wherein the time-base sequence
can be played either in forward direction or in backward direction.
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10. The computer readable medium of Claim 1, further comprising:
computer instructions for declaratively receiving instructions to initiate a third
media sequence a time before the end of the second media sequence.

20 11. The computer readable medium of Claim 10, wherein the length of the second
media sequence is not specified by the user.

12. The computer readable medium of Claim 1, further comprising:
computer instructions for jumping from a first location on the first time-based
25 media sequence to a second location on the first time based media sequence.

13. The computer readable medium of Claim 12, wherein the first location is on
the first media sequence and the second location is on the second media sequence.

30 14. The computer readable medium of Claim 1, wherein the computer instructions
for initiating loads the second media sequence.

15. The computer readable medium of Claim 1, wherein the computer instructions for initiating plays the second media sequence.

5 16. Method of declaratively composing a first time-base sequence, the method comprising:

declaratively composing the first time-based sequence from a first media sequence and a second media sequence; wherein the second media sequence are declaratively cued to the first media sequence.

10 17. The method of Claim 16, wherein the first media sequence and the second media sequence are selected from a group consisting of a video sequence, an audio sequence, an animation or an audio-visual sequence.

15 18. The method of Claim 16, wherein the first media sequence and the second media sequence are preloaded so that each of the preloaded media can start instantly.

19. The method of Claim 16, wherein the second media sequence is cued with a variable time relative to the first media sequence.

20 20. A method of declaratively composing a first time-based media sequence, the method comprising:

playing a first media sequence and a second media sequence to form the first time-based media sequence;

25 playing the third media in parallel with the first time-based sequence.

21. The method of Claim 20, further comprising:

controlling declaratively a visible image that is part of the media sequence selected from a group consisting of the first media sequence, the second media sequence and the third media sequence.

22. The method of Claim 21, further comprising:
providing a first rate value which controls the rate of playing of the first time-based media sequence; and
changing the rate of playing of the first time-based media sequence in
accordance with a change in the first rate value.

23. The method of Claim 21, further comprising:
providing a second rate value associated with a second time-based media
sequence, the second rate value controlling the rate of playing of the first time-based
media sequence; and
changing the rate of playing of the first time-based media sequence in
accordance with a change in the second rate value; wherein
the first time-based media sequence is part of the second time-based media
sequence.

24. The method of Claim 21, further comprising:
providing a third rate value which controls the rate of playing of the second
media sequence; and
changing the rate of playing of the second media sequence in accordance with
a change in the third rate value.

25. The method of Claim 21, further comprising:
playing the first media sequence over a subset of its duration.

26. The method of Claim 21, further comprising:
delaying the playing of the second media sequence from the end of the playing
of the first media sequence.

27. The method of Claim 21, further comprising:
playing the first time-based media sequence in backward direction.

28. The method of Claim 21, further comprising:
providing a fourth media sequence; and
loading the fourth media sequence at a time before the end of the third media
sequence; wherein

5 the fourth media sequence is loaded at the time before the end of the third
media sequence for any length of the third media sequence.

29. The computer system of Claim 21, further comprising:
Jumping from a first location on the first time-based media sequence to a
10 second location on the first time based media sequence.

30. The method of Claim 29, wherein the first location is on the first media
sequence and the second location is on the second media sequence.

15 31. A method of composing a media presentation, the method comprising:
providing a first media sequence and a second media sequence; and
providing at least one declaration defining a timing relationship which defines
how the playing of each of the first media sequence and the second media sequence is
related in a variable time.

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32. The method of Claim 31, wherein the first media sequence and the second
media sequence are selected from a group consisting of a video sequence, an audio sequence,
an animation or an audio-visual sequence.